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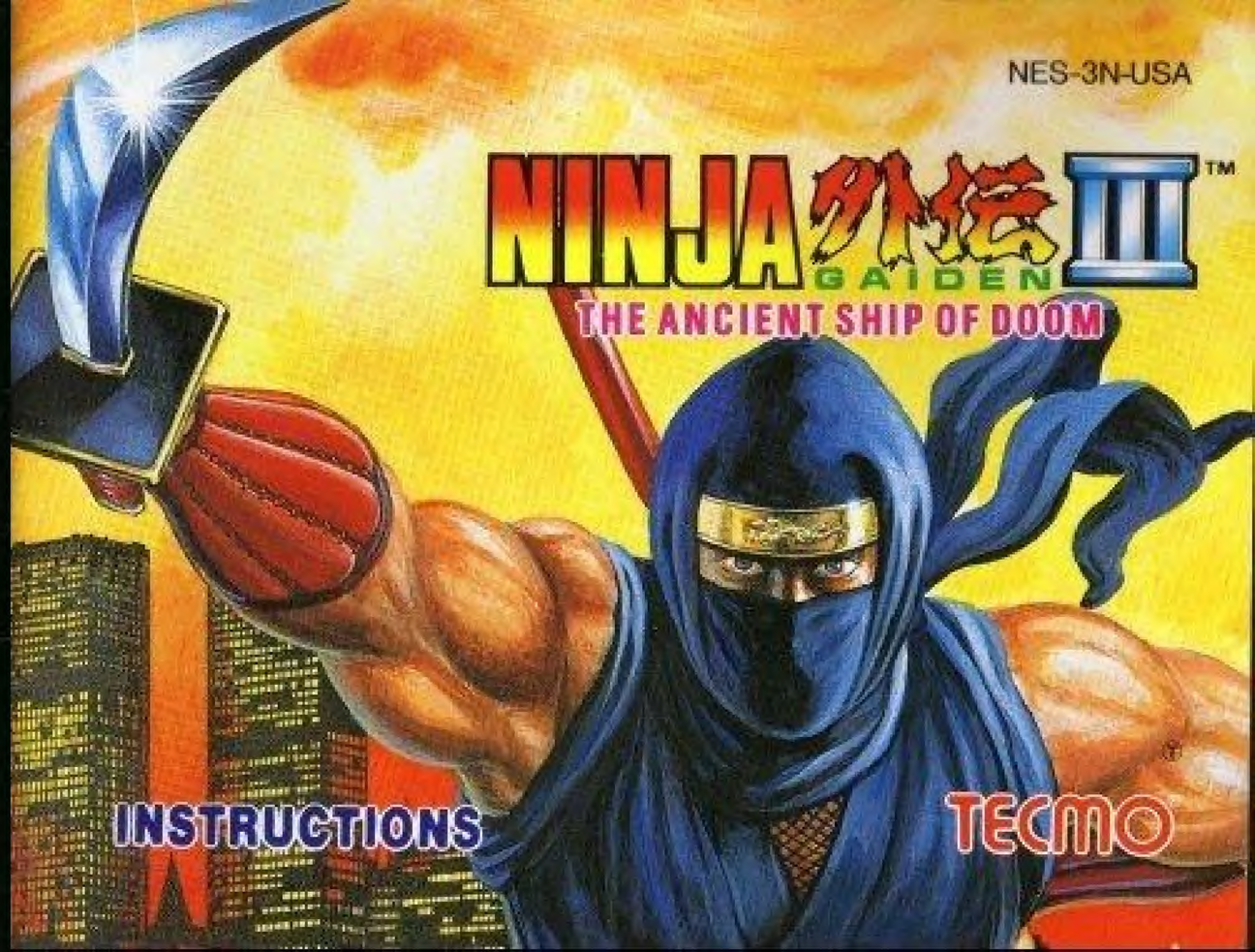
Printed in Japan

EmuMovies



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Thank you for choosing the fun-filled NINJA GAIDEN III game pak by TECMO, INC.

SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step by step instructions, and complying with warnings will be your personal guarantee to greater game satisfaction over a long period of time.

⚠WARNING⚠

DO NOT USE WITH FRONT OR REAR PROJECTION TV

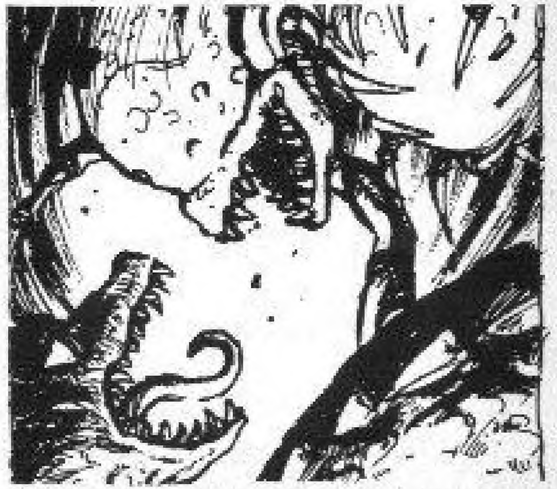
Do not use a front or rear projection television with your Nintendo Entertainment System® (NES) and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games: other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

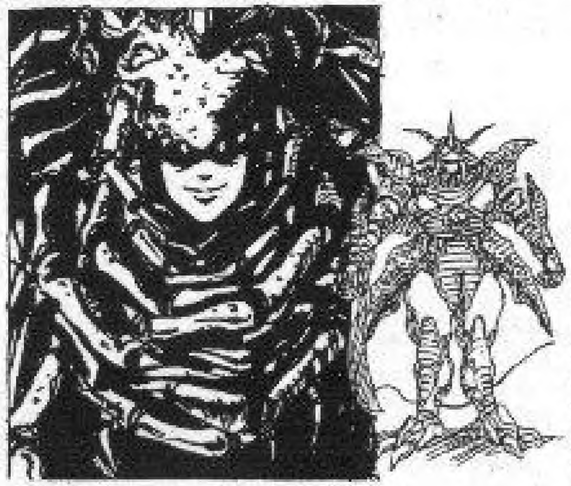
NINJA GAIDEN III MANUAL

1. The Tale of the Dragon Sword 4
2. Continue Modes 7
3. Explanations of Screen Symbols 8
4. Operation of the Game Console..... 9
5. Items..... 13
6. Special Weapons..... 15
7. The Cast..... 17
8. The Four Great Beasts 18

1. The Tale of the Dragon Sword

Long before the civilization of mankind, extremely fierce yet primitive life forms roamed the earth and battled for supremacy. Thousands of years ago, the final battle took place. One side, after using all its strength, perished while the other was sent to and sealed off in a different dimension. The tale of this battle was preserved in legend after mankind began to populate the earth and the two forces, known respectively as the gods of the Dragon and the demons of Darkness, came to be revered by certain clans among the people.





By the summer of A.D. 1988, even this ancient great tale had almost been completely forgotten. However, one very evil being appeared and, with the help of his followers, began to build an Empire of Darkness. That being was Jaquio – a member of the Demon clan who plotted to bring the demons of Darkness back to the earth. He secretly schemed to steal and bring together, for the first time in aeons, the two "Statues of Light and Darkness" said to contain great magical power. This would open the passageway between the dimensions.

There was, however, one man who would stop at nothing to foil Jaquio's evil plans – head of the Dragon clan, Ken Hayabusa. After entrusting the Dragon Sword, an heirloom of the family and clan so old that no one knew when it had been made, to his son Ryu, Ken left for the fateful battle. Unfortunately, Ken was defeated by a powerful warrior and the Statue he was protecting fell into the hands of Jaquio.

After hearing of his father's death, Ryu took the Dragon Sword and went to America. Aided by a female CIA spy, Irene, Ryu stealthily infiltrated Jaquio's secret hideout.

The inevitable duel between them ended in victory for Ryu. Jaquio was vanquished along with his Empire of Darkness. Or so it seemed....

Watching this duel from afar was the real evil, the head of the Demon clan, the Evil Lord himself, Ashtar. As it turned out, Jaquio was nothing more than a pawn of this greater power.

Ashtar hid himself in the darkness, assessing his enemy. His eyes shined and he licked his lips. He had only to wait for his enemy.

A year passed.

While pursuing her investigation into the movements of the mysterious Ashtar, Irene suddenly disappeared. A super-secret CIA special force platoon then became pinned down in front of some old ruins that were believed to house Ashtar's headquarters. The situation looked desperate.

At this point, Ashtar, who himself had actually seen the birth of the Dragon Sword and knew of its potentially awesome powers, emerged again from the depths of his dark realm. Ryu, who knew nothing of all this, was in grave danger as Ashtar worked his black magic to destroy him.

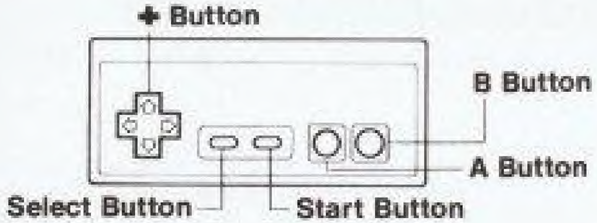
And now, the saga continues with the final tale of battle for our brave hero. After Ryu's victorious duel with Jaquio, Ashtar returned to the bowels of darkness and bided His time. But another evil creature was already on its way as another adventure awaits the unsuspecting Ryu Hayabusa...

...in this, the final chapter of Ninja Gaiden.

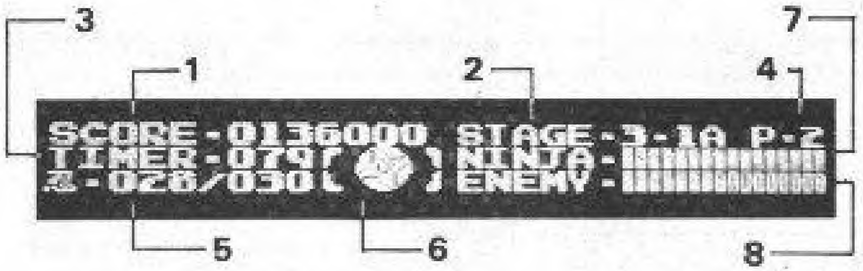
2. Continue Modes

•Continue

You will be given only 5 chances to continue your game. Push the start button when you reach the GAME OVER screen!



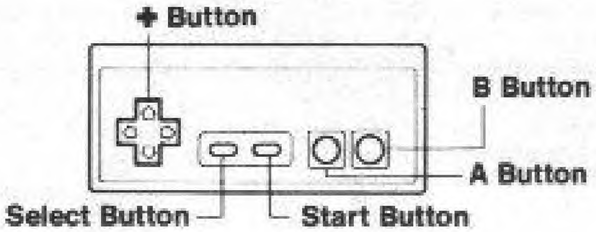
3. Explanations of Screen Symbols



(1) Score display while you are playing.
(2) The stage number while you are playing.
(3) If the time drops to 0, you lose one life.
(4) When the number of lives is 0, the game is over.
(5) Ninja power: the left side shows the power now, and the right side the maximum power. You cannot have more power than the maximum amount.
(6) Types of special weapons you can now use.
(7) Your player's strength. This goes down if he's hurt. If it reaches 0, you lose one life.
(8) Strength of the enemy Boss. This goes down as he's hurt. If it falls to 0, you have overcome the enemy.

4. Operation of the Game Console

Controller #1



Start Button
- Press this when you want to start the game.
- If you press it during a game, you can pause the play.
- You can use it to skip the cinema screens.

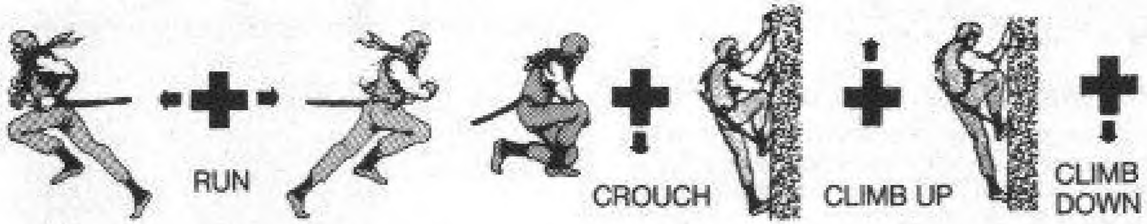
Select Button
- Not used

✚ Button
- Controls Ryu

A Button
- Jumps

B Button
- Attacks with the Dragon swords

Controller is not used.



You can jump onto a wall or post and hang on. While hanging on, you can climb or descend by using the ✚ button. Or if while you are grasping a wall, you press the ✚ button in the opposite direction Ryu is facing, and at the same time press the A button, you can jump down from the wall.

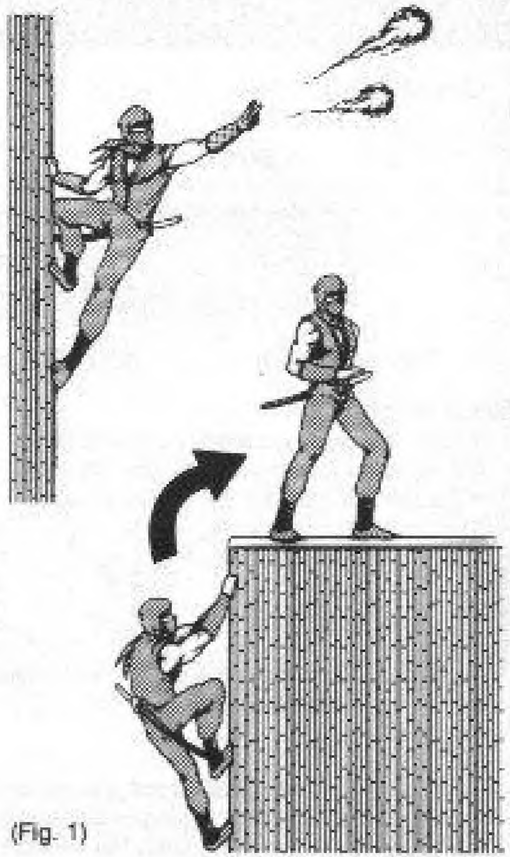
•Attacking from a wall

While you are hanging onto a wall you can only attack with special weapons. By pressing the ✚ button left or right, and pressing the B button, you can attack with weapons in the direction the ✚ button was pressed.

*If you press the B button without pressing the ✚ button, Ryu will attack with weapons in the direction he is facing.

•Climbing on Top of a Wall

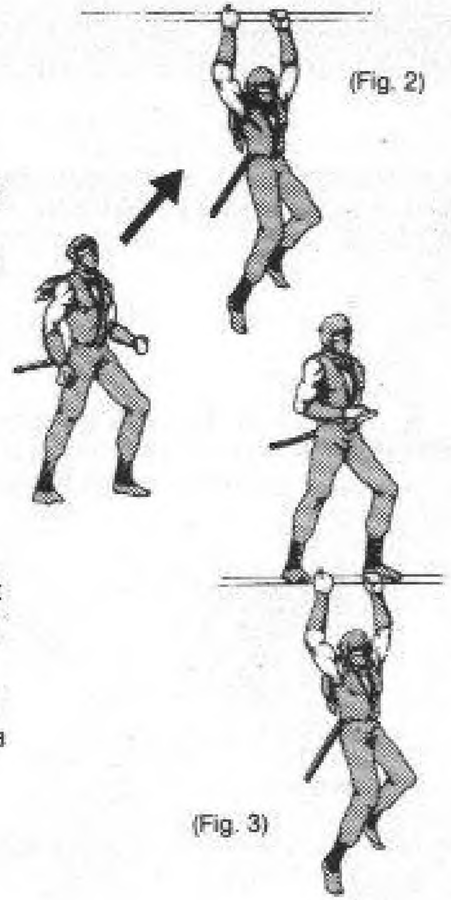
When you climb to the highest point of a wall or column, press the ✚ button in the direction Ryu is facing, and press the A button to enable Ryu to climb on top of the wall (Figure 1).



(Fig. 1)

•Hanging Down

If there are pipes or jungle ivy, press the A button, to jump, fly, and hang down. While hanging down, press the ✚ button to move left and right (Figure 2). Also press the A button, and you can climb up on to the pipe. Press the ✚ button down and the A button, and you will jump down. (Figure 3).

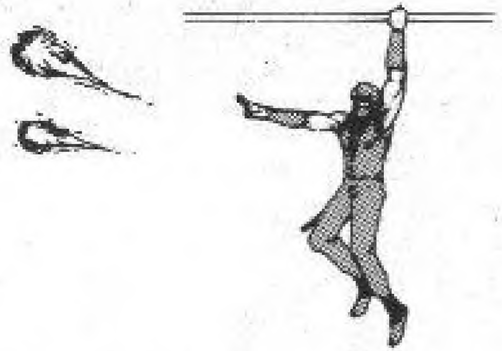


(Fig. 2)

(Fig. 3)

When you are on top of the pipes, you can move just like at other times. If you press the ✚ button down and the A button you will jump down from the pipes. If you let go of the ✚ button in the middle of jumping down, you can hang down from the pipes. If you keep holding the ✚ button down, you can descend to the bottom in a single bound.

While you are hanging down you can only attack with special weapons. Press the B button to attack in the direction Ryu is facing.



5. Items

When you come upon a Dragon Spirit Crystal ball, a special weapon or an item will appear. Use them effectively to press the fight to your advantage. (You must slash or use a special weapon to release the power of the crystal. Move quickly, before the power of the crystal disappears.)

•Ninja Power

This is the special power necessary when Ryu uses Ninja arts. Take it, and his Ninja power revives. There are two types, blue and red. Blue is worth 10 points, and red brings you back to full power.

•Recovery Medicine

This pill will heal Ryu's fighting fatigue. Take one of these and 6 units of the strength meter scale will be restored.

•The Scroll of the spirit of the Dragon

Take one of these and overall Ninja power for Ryu will increase.

•1 UP

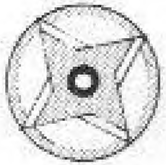
This item increases your supply of lives by one. This is an item you definitely want to take.

•Dragon Spirit Sword

The power of the dragon god dwells in this powerful sword. Take this and you'll widen your range of attack.

6. Special Weapons

Take a power increase, and you will be able to use Ninja arts. However, when you do, your Ninja power will be used up. You can use Ninja arts by pressing the ✚ button up, and the B button. The number in parentheses is the amount of Ninja power that will be consumed, each time you use the weapon.



•Windmill Throwing Star (10 points)

These will fly straight and pierce the enemy, go as far as the edge of the screen and return. During this flight it will damage all enemies it strikes.

•Fire Dragon Balls (8 points)

Only the person carrying the dragon sword is permitted to use this art. The power dwelling in the dragon sword is changed into a ball, which you can throw downward at an angle.

•Fire Wheel Art (8 points)

This is the secret art Ryu invented at the end of his special training. You can throw a flame at an upward angle and burn the enemy.

•Vacuum Wave Art (10 points)

This is the art where you can transform the "spirit" that dwells within you into a vacuum blade and throw it up and down at the same time. This cuts all enemies who touch it.

•Invincible Fire Wheel (20 points)

Ryu can call up fire, have it rapidly revolve around him, and inflict fatal wounds on the enemy. This art lasts for 4 seconds and destroys all enemies. But take other special weapons and this will lose effect, so use it with care.

7. The Cast

RYU HAYABUSA

Descendent of the Dragon clan. In the fight with Jaquio, the spirit of the Ninja Dragon was awakened. He was falsely accused of Irene's murder, and sets out to find the truth.

IRENE LEW

CIA special task force analyst. She met Ryu through the Jaquio case. She was said to have died in the process of further investigation of Jaquio, but...

A. FOSTER

High ranking CIA staff officer. He uses Ryu to crush the evil designs of Jaquio. He discovers a certain fact. What would that fact be?

H.P CLANCY

A mysterious person Ryu meets. It seems he knows something about Irene's case, but...

8. The Four Great Beasts

STAGE 1 BOSS

MANTISS WARRIOR

A mantiss bionoid, the beast commander of fire. With sabers on both arms, he guards himself against attacks by Ryu's sword. The fire that comes out of his chest crawls along the ground and attacks Ryu.

Not good at close combat.

STAGE 2 BOSS

NIGHT DIVER

The beast commander of the sky. Able to fly freely through the sky, he is especially good at surprise attacks from the sky. Death blows are dealt out with tremendous momentum, and like a glowing bomb he attacks Ryu!

STAGE 3 BOSS

GREAT KOGANE!

The beast commander of water. A lizard bioncid skilled in Ninja arts. He can split his body and use Windmill Throwing Stars to plague Ryu.

STAGE 4 BOSS

SANDEATER

The beast commander of earth. He is ranked as the leader of the four main unit beast commanders. He can move freely through the earth and attack with Ryu's Ninja "Fire Wheel Art".

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly in strict accordance with the manufacturers' instructions, interference to radio and television reception may occur. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment on and off, the user is encouraged to try to correct the interference by one or more of the following measures:

– Reorient the receiving antenna
– Relocate the NES with respect to the receiver
– Move the NES away from the receiver
– Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communication Commission helpful:

How to Identify and Resolve Radio – TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY TECMO GAME PAKS

90-DAY LIMITED WARRANTY:

Tecmo, Inc. ("Tecmo") warrants to the original consumer that this Tecmo Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defect in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90-day warranty period, Tecmo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Tecmo Consumer Division of the problem requiring warranty service by calling: 1-213-329-5880
   Our consumer Division is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Tecmo service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to: **Tecmo, Inc. Consumer Division: Victoria Business Park 18005 S. Adria Maru Lane Carson, CA 90746**

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops problems after the 90-day warranty period, you may contact the Tecmo Consumer Division at the phone number noted above. If the Tecmo Service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Tecmo, enclosing a check or money order for $10.00 payable to Tecmo, Inc. Tecmo will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATA OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL TECMO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESSED OR IMPLIED WARRANTIES. The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

ADVISORY

READ BEFORE USING YOUR NES/SUPER NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

MEMO

MEMO